



SECTION ENGAGED MANEUVERING

DEBRIEF GUIDE



ORM



- **Operational Requirements / Limitations**
 - Crew Rest / Crew Day / Work Week
 - R&I
 - IP Currency (SOP)
 - Warm Up Eligibility
 - Previous Flight Incomplete? Determine Graded Items
 - On-Wing Required / MCG Notes?
- **Human Factors**
 - Life Stressors / External Factors / Personal Problems
 - Medical Status (Rest / Nourishment / Hydration)
- **Hazards and Controls**
 - Routine
 - Weather
 - Current Observations and Forecasts
 - Crosswinds
 - Fuel Considerations
 - Mission Specific



TTO



- **Who will call a TTO?**
- **What situations will the TTO be called?**
 - Safety
 - Confusion / Misunderstanding
- **IP Responsibilities**
 - Recognize need for TTO
 - Explanation / Instruction as necessary
 - Documentation on ATF
- **When and how will training resume?**



ADMIN / TAC ADMIN REVIEW

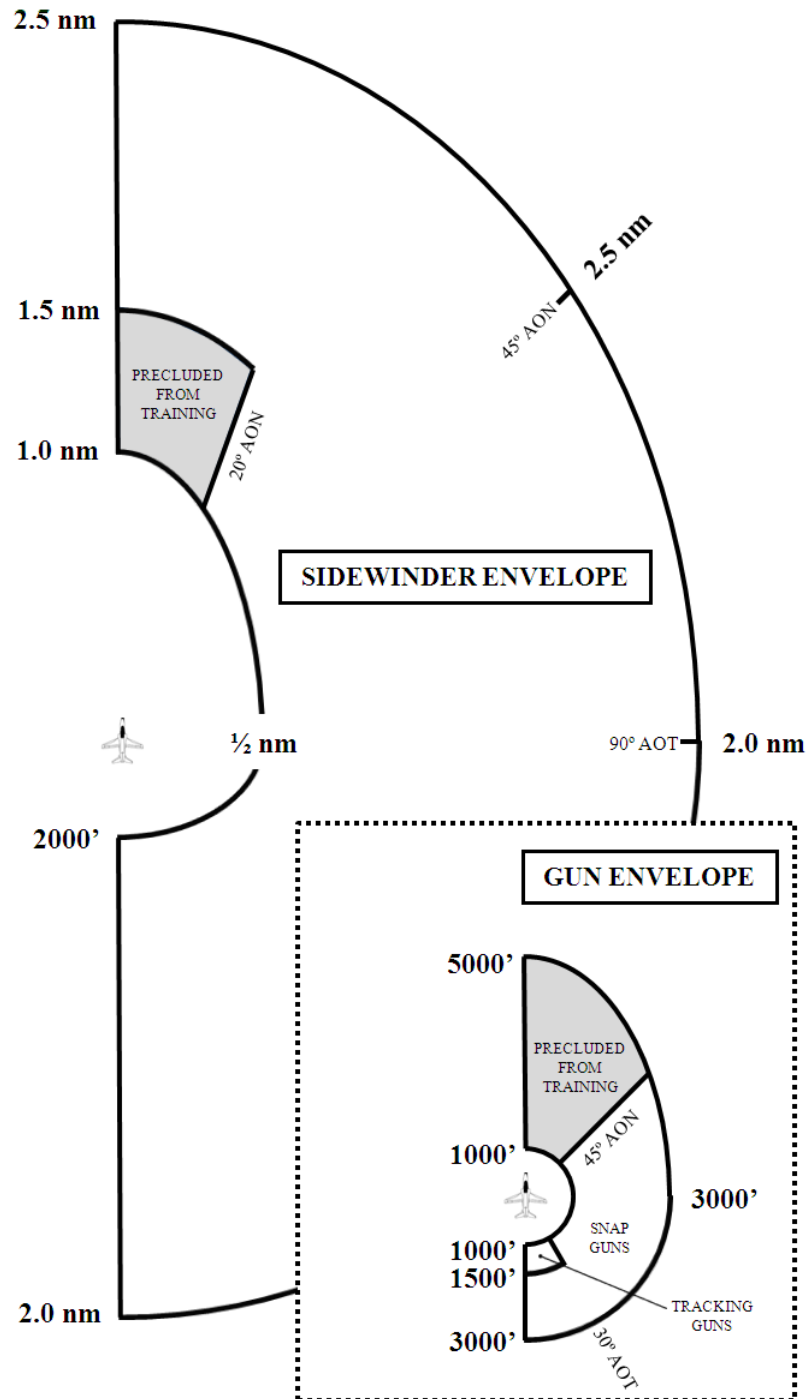


- **Weather / NOTAMS / TFR / BASH**
 - **Launch / Enroute / Recovery / Divert**
 - **Environmental Data**
- **Questions of the Day**
 - **NATOPS**
 - **EP**
 - **SOP**
- **TIMS Resume Review**
- **Admin**
- **Tac Admin**
 - **Cooperative TACF**



LAR / WEZ

Employing weapons inside the shaded areas labeled “PRECLUDED FROM TRAINING” is a Training Rule violation and will be treated as such.





SEM Fundamentals



- 1) Kill the Adversary**
 - 2) Avoid Becoming Defensive**
 - 3) 1v1 BFM Execution**
 - Force one-circle flow if able
 - 4) Work Out-of-Plane / Out-of-Phase**
 - Free Fighter establishes without making a BFM error
 - 5) Engaged Roles / Responsibilities / Comm**
-

Basic Assumptions

- Visual
 - No Joy. No joy changes to tally once communicated.
-

Speak when adding SA!

Proper Shot Comm.

- "Rage 11 Fox-2."..."Rage 11 kill Goshawk, left turn."



Engaged Roles / Responsibilities



Engaged Fighter Established By:

- **Bandit's Lift Vector Placement (who the bandit is fighting)**
- **Engaged Fighter Criteria**
 - 1) **Most Defensive**
 - 2) **Most Offensive**
 - 3) **First to the Merge**
 - 4) **Lead by Default**
- **Engaged Fighter Responsibilities**
 - **Execute 1v1 BFM Gameplan**
 - **Owens the bandit's control zone (common sense applies)**
 - **Clear the Bandit's Sensor Nose**
- **Free Fighter Responsibilities**
 - **Kill the Adversary**
 - **Maintain Overall Deconfliction**
 - **Maintain Overall SA**



Event Flow

- **SEM 4101**
 - RQ Demo x2 / RQ Do x2 / BQ Do x2 / FQ Do x2
 - No switches
- **SEM 4102 / 4103 / 4201**
 - RQ Demo x2 (SEM 4102 Only)
 - RQ Do x1 / BQ Do x1 / FQ Do x1 / TTC
 - Switches and uncanned flow
 - SEM 4201 (solo): All sets and flow is at the discretion of the bandit
 - **Advanced Sets**
 - Fighters initial moves are the same as the canned set
 - Bandit must honor both merges the same way as the canned set but then may maneuver as desired



Canned Set TAC Admin



- **Viper 1 will call the type of set**
 - **“Setting up Rear Quarter”**
- **Viper will call for the accel, Tac Lead acknowledges**
 - **“Rage set 330”**
 - **“Rage”**
- **When ready, fighters will be tally/visual**
 - **“Viper 1 set”**
 - **“Rage 11 speed and angels left”**
 - **“Rage 12 speed and angels right”**
 - **“Viper 1 in” ... “Fight’s on” as required for each set.**



Post-Kill / KIO TAC Admin



- **“Flow 300”**
- **“Rage 11 300”**
- **“Rage 12 300”**
- **“Rage 11 one in sight 12 thousand”**
- **“Rage 12 two in sight”**
- **“Viper 1 tally 1 13 thousand”**
- **All low SA aircraft maintain altitude/heading until someone has two in sight / tally/visual**
- **If high SA maintain SA, fly to DCS, and make good recommendations/use descriptive comm**
 - **“Rage 11 wing flash.” ... “Rage 12 recommend flow 240.” ... “Rage flow 240.” ... “Rage 12 coming out Rage 11’s left 9 o’clock”**
 - **“Rage 11 wing flash.” ... “Rage 12 tally/visual and Rage 11’s left 7 o’clock.”**



Engagement Mechanics



1) Visual Pick-up

- Maneuver
 - Turning Room?
- Comm: Directive then Descriptive
- Control Merges

2) Initial Moves

- “First Guess” Roles
 - Out-of-Plane/Out-of-Phase?

3) Continuous Engagement Assessments

1) Engaged Comm

- 1) Directive
- 2) Communicate Roles
- 3) EF and FF Update Tallies
- 4) Descriptive

2) Switches

- 1) EF: Control Zone
- 2) FF: Control Merges / Bracket?
 - Out-of-Plane/Out-of-Phase? / One-circle?

3) Repeat

When the bandit switches, the engaged fighter should adopt a conservative mindset unless tally/visual. If still tally/blind communicate this and be more cautious.

General safety applies



RQ Set



- **Bandit Location**
 - 45 deg AOT at 1.0nm
 - Nose on at "Fight's on"
 - 1k foot merge to the inside of the far fighter's turn
- **Comm**
 - "Viper 1 in"... "Fight's on"
 - "Rage break left, tally 1, left 8 o'clock, 1 mile level."
 - "Rage 31 tally 1."
 - "Rage 32 left to left."
 - "Left to left."
- **Far Fighter is first to the merge and is the "first guess" engaged fighter**
 - Gameplan is attempt to force one-circle flow away from wingman (reverse turn 50-60 deg nose high and away - also establishes out-of-plane and out-of-phase)
- **Near Fighter break till the bandit lags**
 - Drop nose 5-10 deg nose low compromise pull to gain 330 to 350 KIAS targeting 2nm from engaged fighter and evaluate.



RQ Set



- **Canned Set**

- **Bandit engages first to the merge in a nose high one-circle fight**
- **“Rage 32 going nose-high to the right.”**
- **“Rage 32 engaged nose-high, one-circle North.”**
- **“Rage 31 free”**
- **Proper shot comm**
 - **Post-shot pull down and away from the one-circle fight.**
- **Free Fighter location during canned set = 40-50 deg low near 3/9 line**



RQ Set



- **Advanced Set**
 - Engaged Fighter should maneuver to the Bandit's control zone during switches. Temper aggressiveness with level of SA.
 - Free Fighter controls merges (bracket) and sets out-of-plane and out-of-phase post merge (think force one-circle flow). Swap roles if bandit puts lift vector on free fighter post-merge.
- **Both Fighters update tallies throughout the engagement during both canned and advanced sets**
 - **Example #1**
 - "Rage 31 tally/blind 19 thousand"
 - "Rage 32 at your right four o'clock, 40 low"
 - "Rage 31 tally/visual"
 - **Example #2**
 - "Rage 32 blind/no joy 13 thousand"
 - "Rage 31 at your left 9 o'clock 40 high" or "Rage 31 tally/blind 19 thousand engaged one-circle West"
 - "Rage 32 tally/visual"



QUESTIONS



BQ Set



- **Bandit Location**
 - 20 deg acute at 2.0nm
 - Nose on at "Fight's on"
 - Merges to the inside of both fighters
- **Comm**
 - "Viper 1 in"...**"Fight's on"**
 - **"Anvil break left 90, tally 1, left 9 o'clock, 1 mile level."**
 - **"Anvil 52 tally 1, left to left."**
 - **"Left to left."**
 - **"Anvil 51 left to left."**
 - **"Left to left."**
- **Near Fighter is first to the merge and is the "first guess" engaged fighter**
 - Gameplan is 5-10 deg nose low across the bandit's tail. Accelerate to 330 KIAS in a 5-10 deg nose-low turn using a compromise pull.
- **Far fighter is the "first guess" free fighter and should establish out-of-plane and out-of-phase.**
 - Start straight up then fall off away from the bandit (target 60-80 degrees nose-high).



BQ Set



- **Canned Set**

- **Bandit engages first to the merge in a nose low two-circle fight**
 - **Each aircraft maneuvers nose-low out-of-plane to a neutral merge**
- **“Anvil 51 going nose high to the right”**
- **“Anvil 52 engaged nose-low, left two-circle”**
- **“Anvil 51 free”**
- **Proper shot comm**
 - **Post-shot pull up and away from two-circle fight. Typically in-phase with the fight if the shot was taken from the oblique.**
- **Free Fighter location during canned set = very high directly above the fight**



BQ Set



- **Advanced Set**
 - Engaged Fighter should maneuver to the Bandit's control zone during switches. Temper aggressiveness with level of SA.
 - Free Fighter controls merges (bracket) and sets out-of-plane and out-of-phase post merge (think force one-circle flow). Swap roles if bandit puts lift vector on free fighter post-merge.
- **Both Fighters update tallies throughout the engagement during both canned and advanced sets**
 - **Example**
 - "Anvil 51 one in sight 21 thousand"
 - "Anvil 52 tally/blind 11 thousand. Merge in five."
 - "Anvil 51 status"
 - "Anvil 52 in the West"
 - "Anvil 51 tally/visual"



QUESTIONS



FQ Set



- **Bandit Location**
 - Abeam at 2.0nm
 - Tac Turn with a flow heading (**Finish the Tac Turn!**)
 - Nose on at "Fight's on"
- **Comm**
 - **"Shield Tac Left flow 330."**
 - **"Shield 330."**
 - **"Viper 1 in."**
 - **"Shield 81 left to left."**
 - **"Left to left"... "Fight's On"**
 - **"Shield 81 tally 1 12 o'clock 1 mile, level."**
 - **"Shield 82 tally 1."**



FQ Set



- **Near Fighter is first to the merge and is the “first guess” engaged fighter**
 - Gameplan is a **pure nose-high (anywhere within 20 degrees of the vertical is acceptable)** initial move (don't check across the tail... pull straight up then fall-off in towards your wingman).
 - With tally/visual put lift vector in lead and pull for the shot
- **Far fighter is the “first guess” free fighter and should establish out-of-plane and out-of-phase (done mainly by your wingman already).**
 - **Rage 12 overbank (LV on to slightly below the bandit) and pull. Get below your wingman's flight path! Do not be too aggressive!**
 - **Gain angles pre-merge if able...DECONFLICTION IS PRIMARY!**



FQ Set



- **Canned Set**
 - **Bandit engages second to the merge in a nose low two-circle fight**
 - **Nose-high aircraft (free fighter) establishes out-of-phase (fall off towards your wingman)**
 - **“Shield 82 engaged nose-low, right two-circle.”**
 - **“Shield 81 free.”**
 - **Proper shot comm**
 - Typically a pure nose-low shot. Pull up, away and out-of-phase recovering at about 15,000 feet.
 - **Free Fighter location during canned set = very high directly above the fight**



FQ Set



- **Advanced Set**
 - Engaged Fighter should maneuver to the Bandit's control zone during switches. Temper aggressiveness with level of SA.
 - Free Fighter controls merges (bracket) and sets out-of-plane and out-of-phase post merge (think force one-circle flow). Swap roles if bandit puts lift vector on free fighter post-merge.
- **Both Fighters update tallies throughout the engagement during both canned and advanced sets**
 - **Example**
 - "Shield 81 blind/no joy 21 thousand"
 - "Shield 81 break left, the bandit's at your left 7 o'clock."
 - "Shield 81 tally/blind 21 thousand"
 - "Shield 81 ditch left!"



QUESTIONS



TTC Tac Admin



- **Blocks**
 - Fighters own 14-17
 - Bandit owns 13 and below / 18 and above
- **Type presentation (FQ, BQ, RQ)**
 - “Setting up Forward Quarter.”
 - Cage your brain on initial moves and initial comm.
 - Does not have to be the same as the Advanced Sets
- Viper calls **“Rage set 330”**...**“Rage”**
- **“Viper 1 set”** / **“Rage 11 set”** / **“Rage 12 set”**
 - Set means in your block / visual / at 330 KIAS
- Viper initiates **“Fight’s on”** / Rage 11 echo’s **“Fight’s on”**
 - **“Snapper Picture”**
 - Use as often as you need to gain SA
 - **“Rage threat BRA 120 / 3 miles / hi/low/level”**
 - Don’t maneuver based on the threat call. Use it to gain a tally then maneuver.
 - Proper tally comm



TTC Gameplans

- **FQ**
 - First to the merge goes up
- **BQ**
 - Second to the merge goes up
- **RQ**
 - Did a fighter make a merge?
 - Just like the RQ set
 - Is the bandit lagging to your CZ
 - Redefine when the bandit moves aft on your canopy (apply DBFM Axioms a little liberally)
 - This typically happens just after the bandit reverses to follow
 - Cross Turn
 - Redefine when the bandit moves aft on your canopy and has turned to follow (fighters must have cross flight paths)

Big Picture describe what you are doing if you go against the gameplan or if you think your wingman will have a hard time seeing what you did.



QUESTIONS



CONDUCT



ADMIN



- **ORM**
 - **Mission Specific**
- **TTO**
- **Weather / NOTAMS / TFR / BASH**
 - **Launch / Enroute / Recovery / Divert**
 - **Environmental Data**



Training Rules



ADMIN

1. BRIEF DEPARTURE/SPIN, COMPRESSOR STALL PROCEDURES, AND CURRENCY – All in flight have flown: 1 in 6 and 2 in 14 (<750 hrs), or 1 in 14 and 2 in 30 (>750 hrs)
2. FACE-TO-FACE BRIEF OF ALL MANEUVERS FOR ALL PARTICIPANTS.
3. ACM WILL BE CONDUCTED IN AN AUTHORIZED AREA ONLY FROM 30 MIN AFTER SUNRISE TO 30 MIN PRIOR TO SUNSET.
4. ACM WX MINS:
 - a. 5 miles visibility with a defined horizon.
 - b. 11K' between broken/overcast layers.
 - c. 1 NM horizontally and 2K' vertically from all clouds.
 - d. ACM may be conducted above broken/overcast layer provided the highest layer is below 7K' AGL for solo events and 8K' AGL for dual events. The flight lead will then establish the hard deck 5K' above that layer and all A/C will acknowledge the new hard deck.
5. HARD DECK SHALL BE 10,000 FT AGL MINIMUM.
6. SOFT SHALL BE 5,000 FT ABOVE THE HARD DECK.
 - a. No sustained low speed/high AOA maneuvering (less than 120 knots AND more than 24 units) below the soft deck.
7. ALL AIRCRAFT MUST HAVE OPERABLE UHF AND ICS (MULTI-CREW) AND MONITOR GUARD.
8. CONFIGURATION CHANGES OTHER THAN SPEED BRAKES ARE NOT AUTHORIZED.
9. "G" AWARENESS MANEUVER REQUIRED PRIOR TO ACM.

COLLISION AVOIDANCE

10. MAINTAIN A 500' BUBBLE AROUND ALL AIRCRAFT.
11. ALWAYS ASSUME THE OTHER AIRCRAFT DOES NOT SEE YOU.
12. MAINTAIN THE ESTABLISHED TREND ON HEAD TO HEAD PASSES. WHEN NO TREND EXISTS, EACH AIRCRAFT SHALL GIVE WAY TO THE RIGHT FOR A LEFT-TO-LEFT PASS. TRANSMIT YOUR OWN INTENTIONS.
13. LOW AIRCRAFT IN A HORIZONTAL SCISSORS IS RESPONSIBLE FOR SAFE SEPARATION. NOSE HIGH GOES HIGH, NOSE LOW HAS COLLISION AVOIDANCE RESPONSIBILITY. TRANSMIT YOUR OWN INTENTIONS.

COLLISION AVOIDANCE (continued)

14. NEVER INTENTIONALLY MANEUVER TO LOSE SIGHT (NO BLIND LEAD TURNS).
15. IF LOST SIGHT, TRANSMIT "BLIND" AND REMAIN PREDICTABLE. OTHER AIRCRAFT SHALL ACKNOWLEDGE WITH "CONTINUE" OR "KNOCK-IT-OFF" AS APPROPRIATE, PROVIDING DIRECTIVE COMM AS NECESSARY FOR SAFETY OF FLIGHT. ONCE SIGHT IS REGAINED, TRANSMIT "TALLY."
16. UP-SUN AIRCRAFT IS RESPONSIBLE FOR COLLISION AVOIDANCE. IF DOWN-SUN AIRCRAFT LOSES SIGHT, BREAK OFF THE ATTACK, TURN AWAY FROM PREDICTED COLLISION BEARING AND BROADCAST "BLIND, SUN." UP-SUN AIRCRAFT SHALL ACKNOWLEDGE WITH EITHER "CONTINUE" OR "KNOCK-IT-OFF" CALL.
17. BREAK OFF ALL GUN ATTACKS AT 1,000', NO FORWARD QUARTER GUN ATTACKS (45 deg of target nose). CNATRA WEAPONS ENVELOPES APPLY.

TERRAIN AVOIDANCE

18. IN A DESCENDING FIGHT, THE OFFENSIVE (HIGH) AIRCRAFT SHALL MONITOR THE DEFENSIVE (LOW) AIRCRAFT'S ALTITUDE, ATTITUDE AND AIRSPEED AND BREAK OFF THE ATTACK PRIOR TO PUSHING THE DEFENSIVE AIRCRAFT THROUGH THE HARD DECK.

TERMINATION

19. ANYONE CAN CALL A "KNOCK-IT-OFF." EACH AIRCRAFT SHALL TERMINATE THE ENGAGEMENT, MANEUVER TO SAFETY AND ACKNOWLEDGE WITH THEIR OWN "KNOCK-IT-OFF." WATCH OUT FOR THE MID-AIR POTENTIAL FOLLOWING A "KNOCK-IT-OFF".
20. KNOCK-IT-OFF FOR ANY OF THE FOLLOWING:
 - a. Any training rule is violated.
 - b. Interloper (unbriefed A/C) enters the engagement area.
 - c. Any OCF flight situation develops.
 - d. G-LOC experienced or suspected. (Aircrew shall RTB).
 - e. Radio failure/loss of ICS. An aircraft rocking wings is an automatic "knock-It-off."
 - f. Bingo fuel state is reached
 - g. Dangerous situation/loss of situational awareness/inadvertent IMC/possible overstress.
 - h. Training objectives have been reached.
 - i. Engaged aircraft crosses the border of the authorized training area.



ADMIN



Kneeboard Card Review

- **General**
 - Working Area
 - ATC Clearance
- **Communication Plan**
 - Presets / Manual Freqs / Controlling Agencies
 - Initial Check-in / In-flight Check-Ins / Post-landing
- **Navigation**
 - NAVAIDS / A/A TCN / Waypoint Plan
 - RADALT Procedures
- **Performance Data**
 - RPM (Start / MRT) / Line Airspeed / Takeoff (Rotation / NWLO) / Abort



ADMIN



- **Ground Operations**
 - Preflight
 - Start
 - Marshal / Taxi
- **Take-off / Departure / Route of Flight**
 - Type take-off / Departure Procedures
 - Formation Rendezvous
 - Route of Flight
- **Recovery**
 - Fuel Management / **Joker / Bingo**
 - Final KIO / Final Rendezvous
 - Type Recovery / Route / Formation
- **Debrief**
 - Products (Tape set to the first set)



TAC ADMIN



- **A/A / A/G Setup**
- **Environmentals**
 - **Sun / Wind / Decks (Altimeter)**
- **G-Warm**
- **FENCE In**
- **Ops and G Checks**
- **KIO (low / high SA)**
 - **Fly to PADS**
- **Final KIO / FENCE Out**
- **BD Checks**



MISSION



- **Block requirements**
 - PA (required in dual block)
 - Other?



MISSION



- **SEM 4101**
 - RQ Demo x2 / RQ Do x2 / BQ Do x2 / FQ Do x2
 - No switches
- **SEM 4102 / 4103 / 4201**
 - RQ Demo x2 (SEM 4102 Only)
 - RQ Do x1 / BQ Do x1 / FQ Do x1 / TTC
 - Switches and uncanned flow
 - SEM 4201 (solo): All sets and flow is at the discretion of the bandit
 - **Advanced Sets**
 - Fighters initial moves are the same as the canned set
 - Bandit must honor both merges the same way as the canned set but then may maneuver as desired



CONTINGENCIES



- **Aircraft Fallout**
- **Clear Engine Procedure**
- **Aborted Take-off**
- **Runway Departure / Loss of Directional Control**
- **System Failures / Emergency Procedures / CRM**
- **NORDO / LCLS (Altitude) / HEFOE / ICS Failure**
- **Inadvertent IMC / Lost Sight**
- **Midair**
- **Bird Strike**
- **Disorientation**
- **Hypoxia**
- **Ejection (High / Low / Ground)**
- **SAR / On Scene Commander**
- **Diverts / BINGO Profile**



QUESTIONS





DEBRIEF



- **Questions from the Coordination / Event Brief**
- **Admin / Tac Admin**
 - **Gripes / ASAP / Other**
- **Safety of Flight / Training Rule Violations**
- **Alibis**
- **Environmentals**
- **Mission**



Rear Quarter Set



1) PADS / Tac Admin

2) “Visual Pick-Up”

- **Maneuvering / Comm**
 - **Defensive Break Turn**
 - o **Level, max 3 degrees below the horizon**
 - **Directive then Descriptive / Correct**

3) Initial Moves

- **Correct Free Fighter and Engaged Fighter Mechanics**

4) Continuous Engagement Assessments

- **Identify Correctly / Communicates Roles**
- **Adhered to Role’s Responsibility**
 - **EF: 1v1 BFM / Clear Sensor Nose**
 - **FF: Establish OOPI/OOPh / Maintain Overall Deconfliction / Maintain Overall SA**
- **Engaged Comm**
 - **Update Tallies (if less than two in sight states own altitude)**
 - **Directive then Descriptive**
- **Weapons Employment**
 - **On who / Shot Comm / Kill Comm**
- **Switches**
 - **Controls Merges**
 - **FF: Establishes OOPI / OOPh**



Beam Quarter Set



1) PADS / Tac Admin

2) “Visual Pick-Up”

- **Maneuvering / Comm**
 - **Defensive Break Turn**
 - o **Level, max 3 degrees below the horizon**
 - **Directive then Descriptive / Correct**

3) Initial Moves

- **Correct Free Fighter and Engaged Fighter Mechanics**

4) Continuous Engagement Assessments

- **Identify Correctly / Communicates Roles**
- **Adhered to Role’s Responsibility**
 - **EF: 1v1 BFM / Clear Sensor Nose**
 - **FF: Establish OOPI/OOPh / Maintain Overall Deconfliction / Maintain Overall SA**
- **Engaged Comm**
 - **Update Tallies (if less than two in sight states own altitude)**
 - **Directive then Descriptive**
- **Weapons Employment**
 - **On who / Shot Comm / Kill Comm**
- **Switches**
 - **Controls Merges**
 - **FF: Establishes OOPI / OOPh**



Forward Quarter Set



1) PADS / Tac Admin

2) “Visual Pick-Up”

- **Maneuvering / Comm**
 - Deconfliction at first merge
 - Directive then Descriptive / Correct

3) Initial Moves

- “First Guess” EF: Goes straight-up
- “First Guess” FF: deconflicts merge and gains advantage

4) Continuous Engagement Assessments

- **Identify Correctly / Communicates Roles**
- **Adhered to Role’s Responsibility**
 - EF: 1v1 BFM / Clear Sensor Nose
 - FF: Establish OOPI/OOPh / Maintain Overall Deconfliction / Maintain Overall SA
- **Engaged Comm**
 - Update Tallies (if less than two in sight states own altitude)
 - Directive then Descriptive
- **Weapons Employment**
 - On who / Shot Comm / Kill Comm
- **Switches**
 - Controls Merges
 - FF: Establishes OOPI / OOPh



Tap-the-Cap



1) PADS / Tac Admin

2) “Visual Pick-Up”

- **Maneuvering / Comm**
 - Directive then Descriptive / Correct
 - Describes own moves if different from briefed game plan / wingman unable to see him

3) Initial Moves

- “First Guess” FF Establishes Out-of-Plane/Out-of-Phase if not a BFM Error
- Executes Proper 1v1 BFM Game Plan According to Fighter Game Plans Chapter

4) Continuous Engagement Assessments

- **Identify Correctly / Communicates Roles**
- **Adhered to Role’s Responsibility**
 - EF: 1v1 BFM / Clear Sensor Nose
 - FF: Establish OOPI/OOPh / Maintain Overall Deconfliction / Maintain Overall SA
- **Engaged Comm**
 - Update Tallies (if less than two in sight states own altitude)
 - Directive then Descriptive
- **Weapons Employment**
 - On who / Shot Comm / Kill Comm
- **Switches**
 - Controls Merges
 - FF: Establishes OOPI / OOPh



Engagement Mechanics



1) Visual Pick-up

- Maneuver
 - Turning Room?
- Comm: Directive then Descriptive
- Control Merges

2) Initial Moves

- “First Guess” Roles
 - Out-of-Plane/Out-of-Phase?

3) Continuous Engagement Assessments

1) Engaged Comm

- 1) Directive
- 2) Communicate Roles
- 3) Engaged Fighter and Free Fighter Update Tallies

4) Descriptive

2) Switches

- 1) Control Merges / Bracket?
- 2) Out-of-Plane/Out-of-Phase? / One-circle?

3) Repeat

When the bandit switches, the engaged fighter should adopt a conservative mindset unless tally/visual. If still tally/blind communicate this and be more cautious.

General safety applies

